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Chronicles of Darkness the Contagion Chronicle Jun 28 2020 A Crossover Chronicle for all the Chornicles of Darkness lines

The Ultraviolet Grasslands May 20 2022

Starfinder Near Space Nov 01 2020 Journey to Near Space, the galactic region that contains the Pact Worlds, the Veskarium, and many of the planets discovered and colonized by explorers from those civilizations. This hardcover rulebook expands the Starfinder campaign setting with details on dozens of worlds and cultures found in Near Space, each perfect as a locale for science-fantasy adventure! Inside this book, you'll find in-depth gazetteers of the nine worlds of the Veskarium, the interstellar empire founded by the warlike vesk; detailed entries on other planets and civilizations of Near Space; new starships from the Veskarium and beyond; alternate racial traits for playable Near Space races; and new themes, archetypes, equipment, spells, and more for any character!

Draconomicon Nov 13 2021 An art-filled sourcebook for all things draconic in the Dungeons & Dragons world, this title includes information on playing dragons and dragon-like creatures, how to run a dragon in a fight, and how to both fight dragons and work with them as allies. The book itself is designed in a prestige format, with heavy use of art throughout and constructed of premium materials.

(Games/Gamebooks/Crosswords)

Stars Without Number (Perfect Bound) Jul 30 2020 Stars Without Number is a science fiction role-playing game inspired by the Old School Renaissance and the great fantasy and science-fiction games of the seventies and eighties. * Compatible with most retroclone RPGs * Helps a GM build a sandbox sci-fi game that lets the players leave the plot rails to explore freely * World building resources for creating system-neutral planets and star sectors * 100 adventure seeds and guidelines for integrating them with the worlds you've made * Old-school compatible rules for guns, cyberware, starships, and psionics * Domain rules for experienced characters who want to set up their own colony, psychic academy, mercenary band, or other institution

Book of the Righteous 5E Dec 15 2021 The most comprehensive pantheon in roleplaying games is back in a new edition for 5E. This massive tomes provides more than 20 pick-up-and-play churches, whose organization and beliefs are described in lavish detail. These churches can be used in any campaign setting to bring a whole new level of detail to the religious characters. Plus, for those who don't have a complete cosmology in their game, The Book of the Righteous provides a comprehensive mythology that unifies all of the gods in the book. The original edition of Book of the Righteous was one of the most critically acclaimed books of the d20 era. Now Dungeons & Dragons Fifth Edition designers Robert J. Schwalb and Rodney Thompson have brought the new edition up to date with the 5E rules.

Maze of the Blue Medusa Jan 04 2021 Infinite broken night. Milky alien moons. Wavering demons of gold. Held in this jail of immortal threats are three perfect sisters...Maze of the Blue Medusa is a dungeon. Maze of the Blue Medusa is art. Maze of the Blue Medusa works with your favorite fantasy tabletop RPGs. And Maze of the Blue

Medusa is the madly innovative game book from the award-winning Zak Sabbath of A Red & Pleasant Land and Patrick Stuart of Deep Carbon Observatory. Lethal gardens, soul-rending art galleries, infernal machines--Maze of the Blue Medusa reads like the poetic nightmare of civilizations rotted to time, and plays like a puzzle-box built from risk and weird spectacle. Praise for Zak Sabbath: "Zak is not just imaginative, he's bold. Which means that while he recognizes the value of fantasy traditions, he doesn't hesitate for a moment to throw out anything that's become tired or dull."-- Monte Cook, author of Numenera Praise for Patrick Stuart's Fire on the Velvet

Horizon: "Superpositioning with strange panache, Velvet Horizon is an (outstanding) indie role-playing-game supplement, and an (outstanding) example of experimental quasi-/meta-/sur-/kata-fiction. Also a work of art. Easily one of my standout books of 2015."-- China Miéville, author of Perdido Street Station

BLUEHOLME™ Prentice Rules Jul 22 2022 Perfect bound edition. BLUEHOLME(TM) Prentice Rules is a table top fantasy roleplaying game that emulates the game play of the original basic rule book, popularly known as the Holmes Edition or simply the Blue Book. The rules in this book allow for characters of 1st to 3rd levels, and include everything the referee could possibly need to create and run a campaign in the Underworld: monsters, magic, treasure, and ... well, what more do you need?

Special Edition Dungeon Master's Guide Dec 27 2022 A deluxe version of the essential core rulebook every D&D Dungeon Master needs, this special release features an embossed, leather-bound cover and premium, gilt-edged paper.

Book of Fiends 5E Feb 14 2022 Devils, demons, and daemons--these are the ultimate servants of evil. Learn all their foul secrets in the Book of the Fiends, the definitive Fifth Edition sourcebook on these fell creatures. This tome presents over 130 of horrific fiends hailing from Hell, the Abyss, and Gehenna, with Challenge Ratings ranging from 0 to 31. The original edition of the Book of Fiends was one of the most critically acclaimed books of the d20 era. Now Dungeons & Dragons designer Robert J. Schwalb has reimaged all the creatures, character options, and more for Fifth Edition. It builds on the information found in the core rulebooks, expanding and revealing all you could ever want to know about these evil planes and their inhabitants. The Book of Fiends provides profoundly wicked foes your players will never forget.

Tales of the Old Margreve Dec 03 2020 Tales of the Old Margreve takes your 5th Edition game deep into the ancient, magical forest, with new spells, monsters, magic items, and wondrous locations by Richard Green and Wolfgang Baur; a monster appendix by Jon Sawatsky and James Introcaso; and twelve challenging adventures for heroes level 1-10.

Vornheim the Complete City Kit Apr 18 2022 Vast is Vornheim, the Grey Maze... Give somebody a floorplan and they'll GM for a day show them how to make 30 floorplans in 30 seconds and they'll GM forever. Need to know how to get from here to there even if neither here nor there are listed on a map? Even if there is no map? Need a random encounter? Need instant stats for that random encounter? Need to know why there was a random encounter? This book was designed to help you make a city happen now. In addition to details on Vornheim, adventure locations, and player commentary from the I Hit It With My Axe girls, every single surface below this jacket including the back of the jacket, the book covers underneath, and the inside covers has been crammed full of tools to help you build and run a city no matter what edition game you play.

Southlands City of Cats for 5th Edition Aug 30 2020 In this companion volume to the Southlands Worldbook for 5E, players will find two adventures set in this continent's storied City of Cats, where a mercurial feline goddess walks among her chosen people. Included in this volume are fan-favorite adventures Cat and Mouse and Grimalkin, both by celebrated author Richard Pett and fully compatible with the 5th Edition of the world's oldest roleplaying game.

Mists of Akuma Mar 30 2023 Mists of Akuma is an eastern fantasy noir steampunk campaign setting for use with the newest edition of the world's most popular tabletop roleplaying game. Using new mechanics steeped in eastern lore, the book focuses on providing in-depth urban settings and a diverse array of character options to make truly unique parties of adventurers perfectly suited to survive the decay and desperation in Soburin. Bengoshi (governmental agents) empowered to deputize individuals in service of the Masuto Dynasty are attempting to hold the apocalypse at bay but intrigue and graft are as common and deadly as the corrupting fog, and the ancient threat's influence is spread all the further by the despair of Emperor Hitoshi's subjects. In the 340-page deluxe version of the Mists of Akuma rulebook, you'll find... An overview of the recent history of Soburin and basic information about the world including the dangerous Mists of Akuma, rules for traveling the prefectures, and what rigors maddened explorers must overcome to visit the apocalypse that has become of the other continents. Over 100 NPCs and monsters ranging from foreign generals to eastern dragons, powerful bengoshi and underlings from each of the 24 unique clans, and more than two dozen kami, oni, and tsukumogami! Cultural practices and traditions for Soburin inspired by and drawn from eastern lore. Gorgeous cover artwork by Claudio Pozas, interior scene illustrations by Indi Martin and Sara Shijo, and character illustrations by Jacob Blackmon and Nathanael Batchelor! A chapter each detailing three different cities: the capital of the Imperial Prefecture, Sanbaoshi, the advanced mechanical metropolis of Kyofu, and the traditionalist magic-steeped settlement of Nagabuki. Short stories with gorgeous half page illustrations at the start of each chapter to firmly posit the desperation and diversity inherent to adventuring in Soburin! Details on each of the two dozen clans of the prefectures, including the bengoshi that negotiate on the behalf of each ruling family's lady or lord and how the Kengen Occupation affected each region of Soburin. 7 new character backgrounds and guidelines for adapting existing character backgrounds when playing in Soburin as well as new conditions, the Culture skill, and 6 maps for the continent and its settlements by cartographers Michael McCarthy, Mike Myler, and Tommi Salama! 19 different archetypes that provide exciting theme-appropriate character options for every class! 14 new races to breathe life into Soburin, making it an exotic and unique world that is eager to shrug off the shackles of western imperialism. 32 new character feats, over 10 pages of equipment that ranges from new armor and weapons to steampunk prostheses and vehicles, and 22 new Eastern-themed spells! And more. This anniversary edition includes Revenge of the Pale Master, a 25-page mystery adventure set in Soburin.

Good Society Apr 06 2021 Good Society is a tabletop roleplaying game where you create an Austen novel with your friends.

Barbarians of Lemuria (Legendary Edition) Aug 11 2021 "It is a savage age of sorcery and bloodshed, where strong men and beautiful women, warlords, priests, magicians and gladiators battle to carve a bloody path leading to the Throne of Lemuria. It is an

age of heroic legends and valiant sagas too. And this is one of them..." Barbarians of Lemuria; swords & sorcery roleplaying, inspired by Thongor, Conan, Brak and Elric. Barbarians of Lemuria has been acclaimed by many as one of the best roleplaying games of this genre. This 'Legendary' version features updates and extra goodies to give you much more swords & sorcery role playing goodness.

Machinations of the Space Princess (Monochrome) Mar 18 2022 Machinations of the Space Princess is a Science-Fantasy role-playing game. That means it's very much about style over substance, mixing science-fiction, magic and psionics in a game world that owes much more to Metal Hurlant and Star Wars than it does to 2001 or Bova's Grand Tour. This is a game of strangeness and fun, of space pirates and beautiful alien princesses, of living planets and robot hordes, of blasters at noon. This is... Sexy, sleazy, swords and sci-fi! A full game combining old and new school thinking, packed with GM and player advice and with simple tools for creating your own monsters, adversaries, weapons, armour, ships and alien races.

Forgotten Realms Player's Guide Apr 30 2023 The complete guide for building Forgotten Realms characters. This guide presents this changed world from the point of view of the adventurers exploring it. This product includes everything a player needs to create his character for a D&D campaign in the Forgotten Realms setting.

The Lost Citadel Roleplaying Game May 08 2021

Forgotten Realms Campaign Guide Feb 26 2023 288 page hardcover by Bruce R. Cordell

MOAR! Monsters Know What They're Doing Aug 23 2022 From the author of The Monsters Know What They're Doing comes a follow-up strategy guide with MOAR! monster tactics for Dungeon Masters playing fifth edition Dungeons & Dragons. Keith Ammann's first book based on his popular blog, The Monsters Know What They're Doing, unpacks strategies, tactics, and motivations for creatures found in the Dungeons & Dragons Monster Manual. Now, in MOAR! Monsters Know What They're Doing, he analyzes the likely combat behaviors of more than 100 new enemies found in Volo's Guide to Monsters and Mordenkainen's Tome of Foes. Your campaign will never be the same!

Zothique Mar 06 2021

Wandfasted Oct 25 2022 The New York Times bestselling series! Magic, romance and adventure collide in Wandfasted, the irresistible ebook prequel to The Black Witch by Laurie Forest. Twenty years before Elloren Gardner enrolled at Verpax University, the Realm War was tearing apart Erthia. When Tesla Harrow is driven from her home by the fighting, she discovers a depth of power she never knew she had...and an irresistible draw toward Vale Gardner, the son of the most powerful mage her people have ever known—the Black Witch. Books in The Black Witch Chronicles: The Black Witch The Iron Flower The Shadow Wand The Demon Tide Wandfasted (prequel ebook novella)* Light Mage (prequel ebook novella)* * Also available in print in The Rebel Mages anthology Dungeons & Dragons Mythic Odysseys of Theros (D&D Campaign Setting and Adventure Book) Sep 11 2021 Clash with the gods of Theros in this campaign sourcebook for the world's great roleplaying game. Play DUNGEONS & DRAGONS in the MAGIC: THE GATHERING world of Theros—a realm shaped by the wrath of gods and the deeds of heroes, where champions vie for immortal favor and a place among legends. • Rise above the common throng with SUPERNATURAL GIFTS, abilities that give you

remarkable powers that set you on the path to legend. • Explore Theros as a SATYR or LEONIN—mythic cat-like heroes from Magic: The Gathering. Mythic Odysseys of Theros introduces these races to fifth edition D&D for the first time. • Master new powers with Magic: The Gathering-inspired SUBCLASSES like the Bard's College of Eloquence and the Paladin's Oath of Heroism. • Encounter MYTHIC MONSTERS, creatures whose power and renown are such that their names are truly living myths. • Wield the weapons of the gods—five signature artifacts used by Theros's deities. • Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming. Fifth edition D&D draws from every prior edition to create a universally compelling play experience.

The Double Shadow Oct 13 2021 Clark Ashton Smith -- one of the "big three" classic authors from the legendary pulp magazine *Weird Tales* (the others being H.P. Lovecraft and Robert E. Howard) -- began writing early in the twentieth century. By the 1920s, he became a regular poet and author in *Weird Tales* magazine, helping to usher in its golden age. "The Double Shadow" was originally published by the *Auburn Journal* in 1933 in an oversized edition limited to only 1,000 copies. Smith carefully signed and hand-corrected many typographical errors for years to come. A collection of six stories ranging from contemporary horror to weird alternate-world fantasy, it remains a fascinating introduction and showcase to his decadently jeweled prose.

Beyond the Moons Sep 23 2022 Little did Teldin Moore know there was life beyond Krynn's moons--until a crashed spelljamming ship demolished his farm and changed his life. With a dying alien's magical cloak and cryptic words, Teldin quickly discovers that he's a popular fellow with killers and cutthroats.

Claim the Sky Jul 10 2021

The Monsters Know What They're Doing Jan 28 2023 From the creator of the popular blog *The Monsters Know What They're Doing* comes a compilation of villainous battle plans for *Dungeon Masters*. In the course of a *Dungeons & Dragons* game, a *Dungeon Master* has to make one decision after another in response to player behavior—and the better the players, the more unpredictable their behavior! It's easy for even an experienced DM to get bogged down in on-the-spot decision-making or to let combat devolve into a boring slugfest, with enemies running directly at the player characters and biting, bashing, and slashing away. In *The Monsters Know What They're Doing*, Keith Ammann lightens the DM's burden by helping you understand your monsters' abilities and develop battle plans before your fifth edition D&D game session begins. Just as soldiers don't whip out their field manuals for the first time when they're already under fire, a DM shouldn't wait until the PCs have just encountered a dozen bullywugs to figure out how they advance, fight, and retreat. Easy to read and apply, *The Monsters Know What They're Doing* is essential reading for every DM.

Colonialism and the Emergence of Science Fiction Jan 16 2022 This is the first full-length study of emerging Anglo-American science fiction's relation to the history, discourses, and ideologies of colonialism and imperialism. Nearly all scholars and critics of early science fiction acknowledge that colonialism is an important and relevant part of its historical context, and recent scholarship has emphasized imperialism's impact on late Victorian Gothic and adventure fiction and on Anglo-American popular and literary culture in general. John Rieder argues that colonial history and ideology are crucial components of science fiction's displaced references

to history and its engagement in ideological production. He proposes that the profound ambivalence that pervades colonial accounts of the exotic "other" establishes the basic texture of much science fiction, in particular its vacillation between fantasies of discovery and visions of disaster. Combining original scholarship and theoretical sophistication with a clearly written presentation suitable for students as well as professional scholars, this study offers new and innovative readings of both acknowledged classics and rediscovered gems. Includes discussion of works by Edwin A. Abbott, Edward Bellamy, Edgar Rice Burroughs, John W. Campbell, George Tomkyns Chesney, Arthur Conan Doyle, H. Rider Haggard, Edmond Hamilton, W. H. Hudson, Richard Jefferies, Henry Kuttner, Alun Llewellyn, Jack London, A. Merritt, Catherine L. Moore, William Morris, Garrett P. Serviss, Mary Shelley, Olaf Stapledon, and H. G. Wells.

The Wastes of Keldora Feb 02 2021 After one too many failed inventions, Julian has hit rock bottom. Summoned to another world where gods and monsters roam, Julian continues his streak of bad luck. Rather than touching the Godcore directly, he let his smartphone absorb it. Now, he's got to figure out how to make the Godcore and his phone work together to help the people who summoned him survive their upcoming annihilation by the mad God of Chains. He's going to have to innovate his way out of his bad luck. Good thing Julian has a plan - he's going to build a factory in a medieval world.

Race and the Education of Desire Jun 20 2022 Michel Foucault's History of Sexuality has been one of the most influential books of the last two decades. It has had an enormous impact on cultural studies and work across many disciplines on gender, sexuality, and the body. Bringing a new set of questions to this key work, Ann Laura Stoler examines volume one of History of Sexuality in an unexplored light. She asks why there has been such a muted engagement with this work among students of colonialism for whom issues of sexuality and power are so essential. Why is the colonial context absent from Foucault's history of a European sexual discourse that for him defined the bourgeois self? In *Race and the Education of Desire*, Stoler challenges Foucault's tunnel vision of the West and his marginalization of empire. She also argues that this first volume of History of Sexuality contains a suggestive if not studied treatment of race. Drawing on Foucault's little-known 1976 College de France lectures, Stoler addresses his treatment of the relationship between biopower, bourgeois sexuality, and what he identified as "racisms of the state." In this critical and historically grounded analysis based on cultural theory and her own extensive research in Dutch and French colonial archives, Stoler suggests how Foucault's insights have in the past constrained--and in the future may help shape--the ways we trace the genealogies of race. *Race and the Education of Desire* will revise current notions of the connections between European and colonial historiography and between the European bourgeois order and the colonial treatment of sexuality. Arguing that a history of European nineteenth-century sexuality must also be a history of race, it will change the way we think about Foucault.

She Kills Monsters Nov 25 2022 Revised 2016 Edition. *She Kills Monsters* tells the story of Agnes Evans as she leaves her childhood home in Ohio following the death of her teenage sister, Tilly. When Agnes finds Tilly's Dungeons & Dragons notebook, however, she finds herself catapulted into a journey of discovery and action-packed adventure in the imaginary world that was her sister's refuge. In this high-octane

dramatic comedy laden with homicidal fairies, nasty ogres, and '90s pop culture, acclaimed playwright Qui Nguyen offers a heart-pounding homage to the geek and warrior within us all.

Tales of the Lance Jun 08 2021

The Freeport Trilogy Oct 01 2020 In August 2000, Green Ronin released the adventure *Death in Freeport* and kicked off the d20 phenomenon. This *Ennie* and *Origins Award* winning adventure was the first in the Freeport trilogy, which was completed by *Terror in Freeport* and *Madness in Freeport*. All three adventures have been out of print for years, but that's about to change. To celebrate the five-year anniversary of both the company and Freeport, Green Ronin is bringing together the entire trilogy under one cover for the first time. This new edition has been updated to the 3.5 rules and revised and expanded to make the campaign more detailed and complete. It's time to return to the city that started it all. They don't call Freeport "the City of Adventure" for nothing.

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